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LAST UPDATED

20 November 2013
LINX API
The LinX is an integrated Application Programming Interface (API) used to control the EVS XT/XS series servers through IP connection. Available since Multicam 10.03 version, LinX is proposed to EVS partners in order to develop applications interacting with EVS servers.

This API exposes a simplified view of the XT/XS series servers and their functionalities and hides future underlying changes in the XT architecture. This allows third parties to develop new applications based for EVS series and maintain them easily over the future Multicam releases. The TCP/UDP layer is used between application and EVS servers on the Ethernet connection.

DOCUMENTATION
This LinX API is complemented by a quality documentation of all functions, step by step “how to” descriptions, quick start guide, troubleshooting tools, source code examples and sample application. This package constitutes a Software Development Kit (SDK) that is distributed to EVS partners (under NDA).

The API implements multiple layers to isolate all OS dependent materials in lower layers and provide an interface to many programming language in the upper layers (C, C++, C#).

VERSIONS
Versions 1 and 2 of LinX are compatible with Multicam from 10.03 to 11.1.

Version 2.5 of LinX is compatible with Multicam from 10.03 to 12.02 and further versions.
KEY FEATURES

> Initializing and configuration:
  > The discovery function allows returning all the servers which can be controlled by LinX
  > LinX can set and change the server configuration

> Clip Database management:
  > The API accesses to the Local Multicam Clip Database with all the Multicam Metadata
  > It can protect, update or delete element
  > It receives notification for each database change
  > It is multi-essence capable

> Ingest:
  > LinX offers the possibility to create clips and growing clips while benefiting from the loop recording mode

> Playlist
  > LSM playlist management for fast sharing between server users

> Playout:
  > LinX is able to control every channels (Player Cut/Mix and recorder)
  > It can receive a notification for each Channel Status Change
  > It is also able to load/Play a defined Clip
  > It can build, load and play a playlist which is not published in the LSM playlist database
  > Playlist lock for secure playout
  > SDTI network support for instant playout

Fig. 1: functions tree in LinX
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